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- PROFILING *RESERVOIR DOGS*® – FEATURETTE A UNIQUE PERSPECTIVE INTO THE CRIMINAL MINDS OF THE FILM'S COLORFUL CHARACTERS.
- TIPPING GUIDE – PROPER TIPPING ETIQUETTE *RESERVOIR DOGS*® STYLE.
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XBOX™

reservoir dogs™

MATURE 17+
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SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms — children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox® Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox® games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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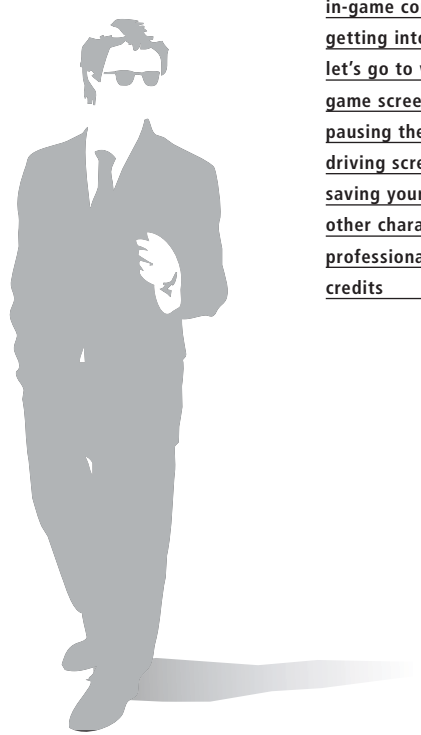
reservoir dogs™



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pro or psycho?

Six professionals have been brought together by crime boss Joe Cabot and his son Nice Guy Eddie for a heist at Karina's Wholesale Diamonds.

They don't know each other; they don't want to know each other.

Each man has a job to do and each has a color-coded name to protect his identity: Mr. White, Mr. Blonde, Mr. Brown, Mr. Orange, Mr. Blue and Mr. Pink.

It's the perfect setup — it's planned to be the perfect crime. The orders are simple: get in, get the diamonds and then get out quick.

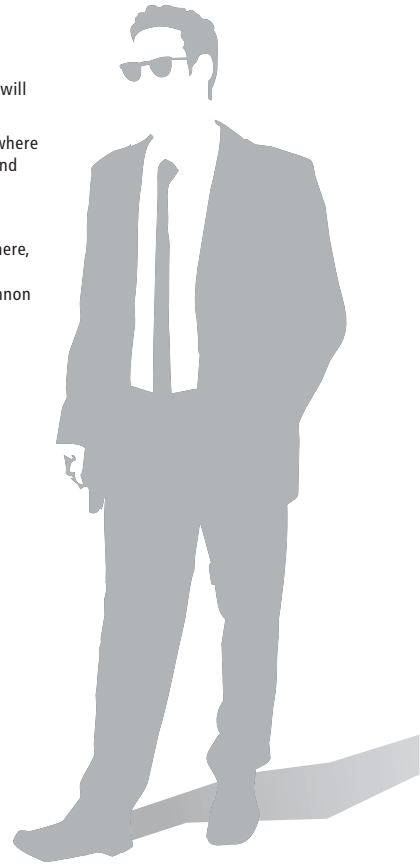
Two minutes max and away with the rocks that will fetch big bucks.

But the heist goes wrong. Cops come out of nowhere and all hell breaks loose. Alarms are triggered and the cops are breathing down the team's necks.

That's when this game kicks off.

What happens next? Six professionals are out there, on their own and put to the test. How do they handle it? The cool Mr. Professional or loose-cannon Mr. Psycho?

Now that's your job to sort out.



in-game controls

MENU CONTROLS

Select option	✣ / L
Action / Confirm setting	A
Back	B

WEAPONS

Shoot*	R
Aim*	R
Lock-on target*	L (pull and hold)
Reload	A
Zoom / Precise Target*	R (click)
Sniper Rifle	R (click twice)
Change weapon	✣ ⬅/➡
Draw / Holster weapon	✣ ⬆
Pick up weapon	A
Drop shield	B
Bullet Festival	black
Signature Move* (requires Adrenaline)	black (with hostage only)

NOTE: Controls marked with an asterisk (*) will also work when you are holding a hostage.

MOVING AROUND & COVER

Walk / Run forward / back*	L ↑/↓
Sidestep / Strafe left / right*	L ←/→
Roll	walk / run + X
Crouch	L (click)
Enter / Exit cover	X (toggle)
Aim from cover (lean out)	L
Move around cover	X (hold) at edge of cover

TAKING CHARGE: HOSTAGES & STANDOFFS

Target person*	L
Herd target person*	L (pull and hold) + R
Look back*	(hold)
Threaten (with gun)* / Neutralize*	Y
Order (e.g. "open safe") / Disarm	Y
Take / Release hostage*	B (toggle)
Beat up hostage*	A
Knock out hostage*	A + R
Head Slam*	A when facing a wall or low horizontal surface.

DRIVING

Accelerate	R
Steer	L ←/→
Brake / Reverse	L
Handbrake	B
Speed Boost	Y
Horn	L (click)
Change view	(Chase / Extreme / Bumper)
Look behind	(hold)
Move camera	R
Center camera behind car	R (click)
Shoot	A
Lock-on target	X
Skip song	←/→
Pause	

NOTE: Controls marked with an asterisk (*) will also work when you are holding a hostage.

getting into the game

When the game first begins you can select from two on-screen options:

- **Load Game** Continue with a previously saved game. You will be taken to the last saved checkpoint.
- **New Game** Begin a new game of RESERVOIR DOGS™. This takes you to the Main Menu screen.

MAIN MENU

The Main Menu screen gives you options to:

- **Play** Start a new game of RESERVOIR DOGS™ from the beginning. Get your black suit and shades ready — you will be thrown into the full game.

  When you start a game from scratch you can select a difficulty level:

  – **Easy** A more forgiving difficulty level and ideal for a rookie who can easily screw up under pressure.

  – **Normal** Requires more precision in aiming and shooting. If you get shot, those bullets are gonna hurt a lot more.

- **Select Chapter** Choose a chapter to play from the 16 available missions in the game. Scroll through the list with the L or ⊕ and press A to select a chapter.

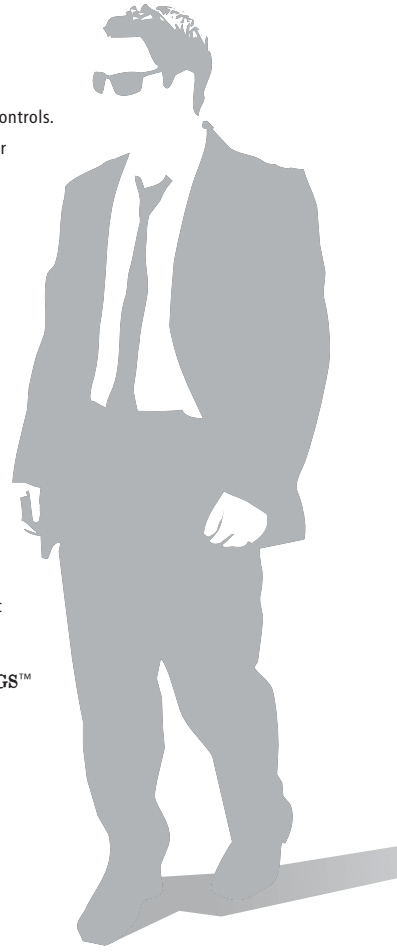
  After you select a chapter, you will have the options to:

  – **Resume from Last Checkpoint** Begin the chapter from your last saved checkpoint (if any).

  – **Restart Chapter** Play the chapter from the beginning.

- **A Matter of Business** Come here to brush up your skills in firing weapons, using cover, controlling people (including cops) and taking hostages. Joe and the boys will guide you through the basics and won't mind you trying things over and over — they appreciate the hard work that goes into making a professional. They don't want you shot when you've got a job to do for them.
- **The Missions** You can also select any of the other 15 chapters for a one-off blast of action. Return here as often as you like for a dose of your favorite missions. These missions include at least one of the team and sometimes, in the driving missions, several of them.

- **Options** Provides a list of options for adjusting game settings, including:
  - **Controls** Includes the following:
    - > **Camera Sensitivity** Set the sensitivity of the camera control (R). Set a level between minimum and maximum on the slider.
    - > **Invert Vertical Axis** Turn on/off.
    - > **Invert Horizontal Axis** Turn on/off.
    - > **Hold Lock-on to Target** Turn on/off.
    - > **Controller Vibration** Turn on/off.
    - > **View Controls** See a display of game controls.
  - **Display** Set up display controls to suit your monitor and personal preferences:
    - > **Subtitles** Turn on/off to display/hide character speech on screen.
  - **Audio** Use L or ⊕ to adjust:
    - > **Effects Volume** Adjust the game's sound effects volume.
    - > **Speech Volume** Adjust the game's speech volume.
    - > **Music Volume** Adjust the game's music volume.
- **Extras** Check out bonus extras, including:
  - **Movie Viewer** Watch the FMV movies from the game. Scroll through the list and play your favorites.
  - **Art Gallery** View concept art you've found while playing the game.
  - **Cheats** See a list of cheats that you might appreciate when you replay the game.
  - **Credits** Look at a line-up of the people responsible for getting RESERVOIR DOGS™ to you.
  - **Quit** End the game.



let's go to work

If you're new to the game, then you've got to start somewhere. This is it.

- Select **Play** from the Main Menu.

After the opening titles you will go to the first chapter of RESERVOIR DOGS™, "A Matter of Business," the training session in Joe Cabot's warehouse.

TRAINING (A MATTER OF BUSINESS)

You might think you know it all, but there's a lot to learn in a short space of time. This training session is in five sections: Weapons, Cover, Crowd Control, Hostage-Taking and Neutralizing; these are all key elements in the game.

Some controls will seem complex to start with but you've got to practice them 'til they're second nature. Be cool. Take your time. Learn your lesson.

WEAPONS

The first training session explains all aspects of weapons.

Your weapons and how you handle them are key to your survival. You'll get away with a lot with accurate aim, straight shooting and a quick reload. You do not have an unlimited capacity to carry all the weapons you might find, only a maximum of two handguns and one machine gun/rifle or shotgun (with suitable ammo).

NOTE: See WEAPONS controls, page 3.

WEAPON TYPES

RESERVOIR DOGS™ features an extensive range of different weapons: pistols, silenced pistols, semi-automatic pistol, machine pistols (all of which can be carried and fired in both hands at the same time); sub-machine guns, assault rifles, shotguns, sniper rifles and tranquilizer rifles. All have varying degrees of effectiveness (fire rate, accuracy and damage) and ammo clip size. Remember to use the right weapon for the right job; against armored SWAT team personnel you might try to bring something a little more substantial than a pistol to the party.

The Training session lets you get used to firing pistols, a sub-machine gun, sniper rifle and a shotgun.

COVER

Joe and the boys will also teach you the importance of using movement and cover — all that commando shit they talk about in cop school might save your sorry ass from getting shot up.

Remember that it's not just you who'll be using effective cover. Cops and SWAT teams are trained in the same way and will also be in cover so you've got to use your brain (if you don't want to see it splattered over the floor). Outflank them, try a shot from the side or behind, or a precise shot to the head.

NOTE: See MOVING AROUND & COVER controls, page 4.

CROWD CONTROL

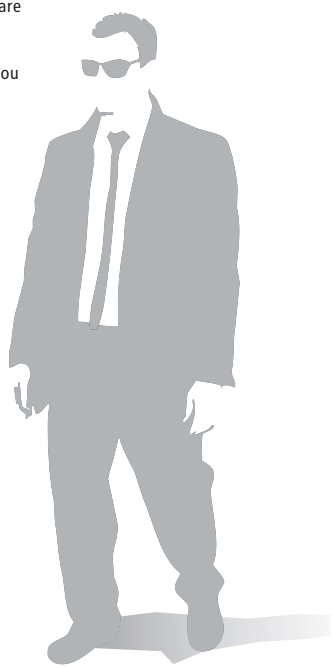
In this part of the Training session you'll learn the basics of controlling people. Ordinary people will get in your way, raise the alarm or tell the police where you are when you're trying to get away. You've got to focus on key issues and control them. Taking them out permanently is an option. but that's just more noise and alarm and if cops are around they'll hear you.
You've got to use good judgment: get the civilians safely out of the way or put them somewhere where they can do you no harm (neutralize them).

NOTE: See TAKING CHARGE: HOSTAGES & STANDOFFS controls, page 4.

USING HOSTAGES

If civilians are around, you might also think about using them to your advantage. In this part of the Training session you'll learn the basics of hostage-taking and how to use hostages: to help get you out of a tight spot or to give you leverage to get others to do something for you.

Taking hostages isn't just a matter of using "human shields"; you've got to figure out how security guards or cops will react when they see you threaten or rough up an "innocent victim." You'll also find that you'll get away with a lot more by aggressive intimidation — waving a big gun in the face of a security guard might just get you through a locked door super fast.



SIGNATURE MOVE

Each of the heist team has his own Signature Move. This can be quite persuasive against cops or guards who won't cooperate. This usually encourages most people, no matter how tough they think they are, to cooperate. The others? Well, that's for you to find out!

To perform a Signature Move, you must have a hostage and a full adrenaline bar.

- Take a hostage (hit B).
- Hit ●.

KNOCKING OUT A HOSTAGE

Sometimes you'll just want to silence a hostage you are holding.

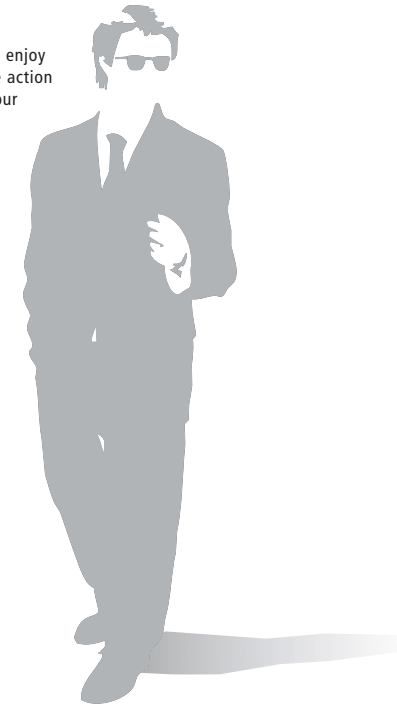
- Hold A and pull R to knock the hostage unconscious.

BULLET FESTIVAL

If you're high on adrenaline in any firefight you might enjoy a few moments of Bullet Festival. This slows down the action (in super slo-mo) and you can target an enemy, fire your weapon and watch the bullets travel through the air and pierce the target in a blood-splattering gore fest.

- Make sure you have a full Adrenaline Bar.
- Hit ●.
- Aim (R).
- Fire a number of rounds (pull R).
- Watch the bullets hit the target.

The action will then return to normal.



game screen

1. TARGET CURSOR
2. HOSTAGE TOLERANCE METER
3. HEALTH METER
4. WEAPON(S) IN HAND
5. AMMO IN WEAPON / TOTAL AMMO
6. ADRENALINE

The Game Screen is generally left clear and uncluttered to let you concentrate on the action, but some important stuff is shown that you should know about.

Health

The green meter shows the amount of current Health for your character in the mission. Keep an eye on this — too low and he'll never make it out of there alive. You can boost your Health levels by using the Medical Boxes found in various places throughout the mission. Keep a look out for them — they're marked with a white border with a green cross — they might just make the difference.

- Approach a Medical Box and press A when you see the prompt to add Health on the meter.

Adrenaline

The blue meter shows your character's Adrenaline level. Adrenaline is boosted by killing or neutralizing cops and civilians. A high Adrenaline level will also let you carry out your character's specialty Signature Move or give you a blast of Bullet Festival.

Weapon(s) in Hand

This icon shows the active weapon (or weapons) in hand. You can carry one large weapon (such as a sub-machine gun or shotgun) and a maximum of two handguns (one in each hand). If you are holding a grenade or shield it is also shown here.

When a large weapon is holstered (⊕ ⬆) it will be shown on the character's back. To draw a weapon, press ⊕ ⬆ again.

To the right side of the weapon icon are two numbers. The top number is the total number of bullets held in the current clip; the bottom number is the number of bullets you have in reserve. When the top number reaches zero, the weapon is reloaded with the bullets taken from your reserve (if available).

Target Cursor

The Target Cursor will appear if you have a weapon in your hand. Use it to aim before pulling the trigger. If you want a more precise aim, click R and the view will zoom-in. If you have picked up a Sniper Rifle, click R twice to get a super accurate zoom-in shot. Click again to toggle back to normal mode.

The Target Cursor will flash to indicate if you have targeted (locked-on) to a person (either to shoot or to control by moving). The Target Cursor will disappear if you do not have a weapon in hand but will reappear if you pull L (lock-on). Your weapon will then be placed in your hand, ready for action.

Hostage Tolerance Meter

If you have a hostage, you will see the hostage's current tolerance level on the red bar just above your own Health level. The bar reduces when you do something with or to the hostage. It is an indication of how far you can push before the hostage collapses/faints and becomes useless to you.

End of Mission

You can also view a statistical breakdown of the mission summary. The ranking you get depends on your performance:

- Time Taken
- Shots Fired
- Targets Hit
- Accuracy
- Hostages Taken
- Disarms
- Threats Neutralized
- Body Count
- Unlockables

pausing the action

It's going to get hot in there when you're in the thick of it and you'll want to take a breather at times. Even the toughest player wants an occasional break in the commotion.

- Press ▶ to pause the action at any point.

Pausing the game opens the Pause Menu with the following selections:

- **Options** Access the game options (see page 6).
- **Restart** Restart the current level.
- **Save** Save your current level.
- **Quit** Quit the current game.

driving screen

1. COMPASS
2. MINI MAP
3. YOUR CAR (RED) / OPPONENT CARS
4. TIMER
5. DAMAGE GAUGE
6. SPEEDOMETER
7. BOOST GAUGE

RESERVOIR DOGS™ features six driving missions that put a character from the team behind the wheel of a car. The game screen you'll see for Driving Missions is different from the normal screen.

NOTE: See DRIVING controls, page 4.

Speedometer

Shows the speed of your car in miles per hour.

Damage Gauge

Shows your vehicle's status. As the car takes more damage, this meter reduces.

Timer

In timed missions, the timer will appear on the HUD. It flashes red when you run out of time.

BOOST GAUGE

Your car's "Adrenaline" level. The following will cause the Boost Gauge to rise:

- Fast driving
- Performing handbrake turns
- Driving over jumps
- Near misses into oncoming traffic
- Crashing though gates or other barriers
- Narrowly missing pedestrians

A high Adrenaline level allows you to get a Speed Boost (hit Y when the Boost Gauge is at least one-third full).

Mini-map

A top down view of the route you are driving on the mission. Often there are several different ways to get through to your objective. Keep an eye on the map — you might spot a shortcut.

- The compass needle shows where North (N) is located to help you orient your car.
- Your car is shown as the red triangle.
- Other cars relevant to the mission are shown as yellow circles.
- Cops are shown as blue circles.
- The green arrow points in the direction you should be heading.

Toward the end of the mission, a green marker shows your destination. When you get there you will see a green circle. Drive into the circle to end the mission.

Other Driving Screen Graphics

Certain missions require extra HUD elements such as timers and additional Health gauges. For example, in the mission where Mr. Orange is bleeding in the back of the car, an additional Health meter appears on screen. Drive carefully with Mr. Orange, as collisions will cause him to lose more blood.

DRIVING TIPS

Lock-on and shoot while driving:

- Press X to lock-on to the nearest target (car or person).
- Fire with A.

An erratic driving style will lead to loss of lock-on. A good lock-on for a prolonged period of time will lead to a more accurate and damaging shot.

Precision Immobilization Technique (PIT)

The PIT or "fishtail" maneuver is very effective against cop cars.

- At speed, sideswipe the rear quarter of the target vehicle.
- The target vehicle should spin out, leaving you free to put your foot down.

The Boost

When you have a high Adrenaline level, press Y to kick off a Speed Boost. If you collide with oncoming vehicles under boost, those vehicles will be destroyed. Any traffic going in your direction will be shoved away with a greater force.

Driving Missions

At the end of a driving mission you will receive a mission summary with the following details:

- Time Taken
- Max Speed
- Average Speed
- Police Vehicles Destroyed
- Civilian Vehicles Destroyed
- Pedestrians Killed
- Shots Fired
- Accuracy
- PIT Maneuvers

saving your progress

At the end of each level, or when you quit the game, you will have the chance to save your current position in the game.

other characters

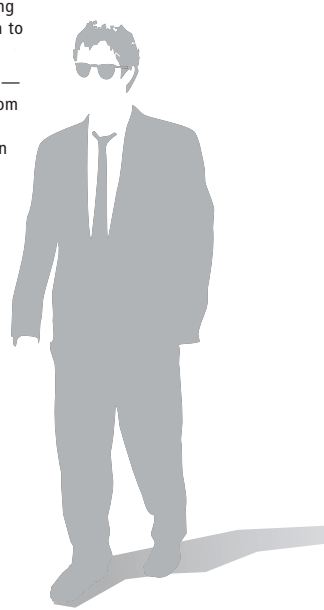
CIVILIANS

Civilians might seem like nobodies to you but they could make the difference between you getting out of this mess or sinking in the shit. Most times they'll react the way you expect them to (if you think about it long enough).

If a civilian sees you with a gun, that person is going to run — and raise the alarm. It's in your best interests to stop this from happening — but how you do it is up to you. If you take the professional approach (threatening), you'll find that a civilian can be moved around, ordered to unlock doors and neutralized (made to kneel against a wall).

Neutralizing is the only safe way of preventing a civilian from posing a threat. But be warned — if you start shooting the place up, everyone is going to panic and run.

Every character has a "tolerance" level that will appear when you take the person hostage. This level is represented by a red bar that appears above your own Health bar. The red bar diminishes when a hostage is moved, threatened or beaten. If it empties completely, the hostage will collapse and you'll be left completely exposed.



COPS

Cops will behave the way you'd expect them to. They'll try and arrest you and if you resist, they'll open fire. Cops won't respond to verbal threats alone, but if you rough up a hostage or perform a Signature Move in front of the cops, it usually persuades them to drop their guns.

Disarmed cops will act in much the same way as a civilian. If you can neutralize them, they shouldn't bother you. Just be aware that if you suddenly decide to go psycho on them, they won't hesitate to break away and look for the nearest dropped weapon.

If you find yourself in a firefight, taking a hostage is a sure-fire way to calm things down — and buy yourself some precious seconds. Just don't take this as a license to start shooting people without consequence, because it won't be — cops will return fire.

And don't assume that taking a hostage is a guarantee of avoiding getting shot. Cops will try and flank you, and will fire at the first opportunity.

SECURITY GUARDS

Although security guards appear to behave exactly like cops, they are not as tough mentally or physically. After all, what's in it for them to be the big hero? If you have a hostage, a simple threat will be enough to disarm a guard. From that point on, guards act exactly like disarmed cops.

professional or psycho route?

At the end of each mission, you are rated on how you played through the chapter. The game also gives you an overall rating as you progress through the story. Three main ratings are available: Professional, Psycho and Career Criminal.

If you progress by mostly shooting and killing, you'll end up with a Psycho rating. Conversely, if you mostly threaten and neutralize, you'll end up with a Professional rating. Engaging in a combination of the two will yield a Career Criminal Rating.

The Driving sections are rated in a similar way. Causing damage and shooting will give you a Psycho rating; driving fast and carefully will give you a Professional rating.

Two additional ratings can be achieved by playing exclusively as a Professional or Psycho: Consummate Pro and Stone Cold Psycho.

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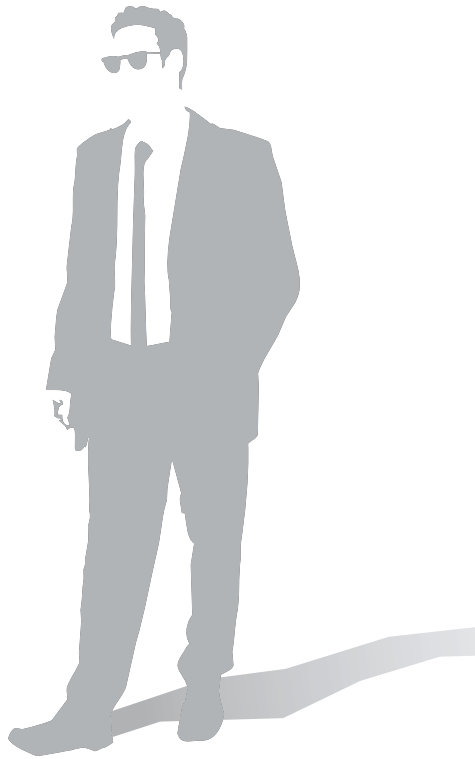

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